FACT SHEET

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NINTENDO DS™ LITE HARDWARE SPECIFICATIONS

Launch Date: June 11, 2006, in the United States (original Nintendo DS launched Nov. 21, 2004, in the United States).

MSRP: $129.99.

Size (when closed): 133 millimeters (5.2 inches) wide, 73.9 millimeters (2.9 inches) long, 21.5 millimeters (0.85 inches) tall.

Weight: Approximately 218 grams.

Top Screen: A backlit, 3-inch, transmissive TFT color LCD with 256 x 192 pixel resolution and .24 mm dot pitch, capable of displaying 260,000 colors.

Touch Screen: Same specs as top screen, but with a transparent analog touch screen.

Brightness Adjustment: Users can adjust the brightness of screens at four different levels. Electricity consumption will vary, depending on the brightness level (the brighter the setting, the less continuous play-time capability).

Brightness	Approximated Continuous Play
1st level	15-19 hours
2nd level	10-15 hours
3rd level	7-11 hours
4th level	5-8 hours

Wireless Communication: IEEE 802.11 and Nintendo's proprietary format; wireless range is 30 to 100 feet, depending on circumstances; multiple users can play multiplayer games using just one Nintendo DS game card, depending on the software. Ability to connect to Nintendo® Wi-Fi Connection, Nintendo's wireless gaming network. Ability to download demo versions of Nintendo DS games from DS Download Stations or via the Nintendo Channel of the Wii™ console.

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Controls:	Touch screen, embedded microphone for voice recognition, A/B/X/Y face buttons, + Control Pad, L/R shoulder buttons, Start and Select buttons, and volume control. The stylus is 1 centimeter longer and 2 millimeters thicker than the stylus of the original Nintendo DS.
Microphone:	Located at the center of the unit, which allows it to pick up spoken commands regardless of how the Nintendo DS is positioned.
LED Lights:	Visible even when the Nintendo DS unit is closed. Users can easily tell if they have put the machine into sleep mode.
Input/Output:	Ports for both Nintendo DS game cards and Game Boy® Advance game paks, terminals for stereo headphones and microphone. A removable cover for the Game Boy Advance game pak slot provides added protection from dust and other foreign materials.
Other Features:	Embedded *PictoChat*™ software allows one user to draw pictures, or up to 16 users within local range of one another to chat at once; embedded real-time clock; date, time and alarm; touch-screen calibration.
CPUs:	One ARM9 and one ARM7.
Sound:	Stereo speakers providing virtual surround sound, depending on the software.
Battery:	Lithium ion battery delivering five to 19 hours of play on a four-hour charge, depending on use; power-saving sleep mode; AC adapter.
Languages:	English, Japanese, Spanish, French, German, Italian.

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